

APRIL/MAY 2024

**DCA31/GCA31 — ADVANCED JAVA  
PROGRAMMING**

Time : Three hours

Maximum : 75 marks

SECTION A — (10 × 2 = 20 marks)

Answer ALL the questions.

1. List out any four AWT graphics classes.
2. Define slider.
3. Define socket.
4. What is an interface?
5. Give any four TreeMap class.
6. What is meant by design pattern?
7. Which is the first servlet?
8. Define cookie.
9. What is DHTML?
10. Give an example for response statement.



SECTION B — (5 × 5 = 25 marks)

Answer ALL the questions.

11. (a) Discuss on the applet life cycle.

Or

- (b) Write short note on swing component classes.

12. (a) Give an account on working with meta data.

Or

- (b) Narrate the importance of URL and InetAddress class.

13. (a) Give an account on map interface.

Or

- (b) Compare and contrast comparable interface with comparator interface.

14. (a) Write short note on the advantages of servlet.

Or

- (b) Narrate the method used to invoke servlet.

15. (a) Give an account on web server.

Or

- (b) Write a HTML program to design a personal information form.

SECTION C — (3 × 10 = 30 marks)

Answer any THREE questions.

16. Explain the event handling process with AWT components.

17. Exemplify the database access with MySQL.

18. Discuss on the following : prototype pattern, adapter pattern and mediator pattern.

19. Describe the parameter passing and retrieve to servlet with example.

20. Elaborate the database access with an example.